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**www.besiegergame.com**

DREAMCATCHER

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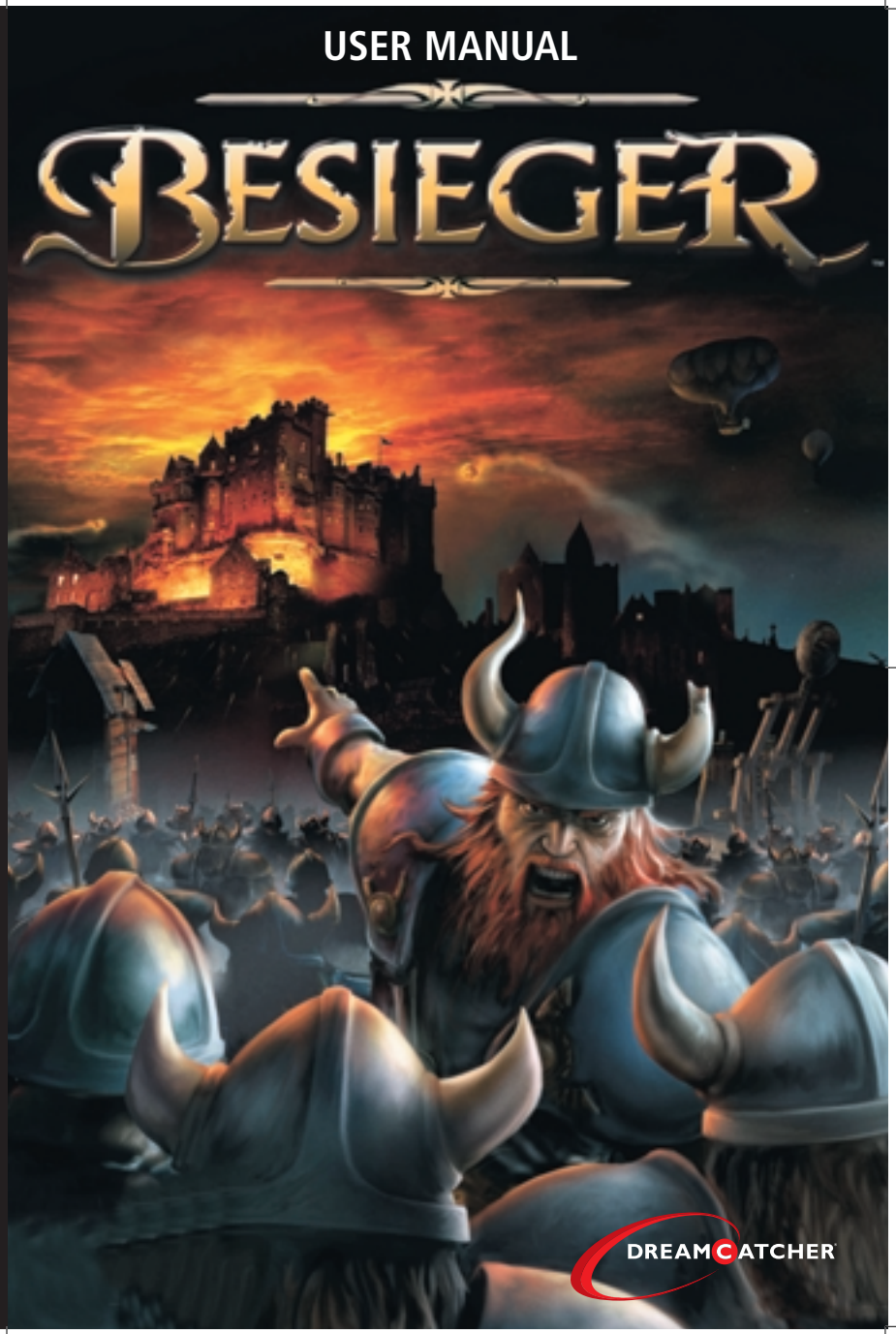
# USER MANUAL

# BESIEGER



DREAMCATCHER

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EPILEPSY WARNING

Please read this caution before you or your child play a video game:

Certain people are susceptible to epileptic fits or lose consciousness after exposure to flashing lights or light patterns in our daily environment. Such people may have a seizure while watching particular televised images or when they play some video games. This phenomenon may appear even if the subject has no history of previous difficulties.

If you or a member of your family has ever had symptoms related to epilepsy (seizures or loss of awareness) when exposed to flashing lights, please consult your doctor prior to use.

We advise that parents supervise the use of video games by their children. If you or your child experiences any of the following symptoms while playing a video game: dizziness, blurred vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsion,
IMMEDIATELY discontinue use and consult your doctor.

Standard Precautions When Playing Video Games:

• Do not stand or sit too close to the screen. Position yourself as far away from the screen as the length of cable allows.
• Play video games on a small screen (preferably).
• Avoid playing if you are tired.
• Make sure that the room in which you are playing is well lit.
• Rest for a period of 10 to 15 minutes for every hour you play a video game.

BESIEGER

# INTRODUCTION

Ancient Tark, the capital of Cimmeria. Protected by strong walls and just rulers, the great city is led by Konin, a worthy descendant of the great kings of old.

Seeking to solidify his power, Konin led his bravest warriors to the deep caverns under the far-off mountains. There, according to prophecy, an ancient relic--the sword of Krom--has lain for centuries awaiting its new owner.

In the hands of the king, Krom's sword will forever ensure the safety of Cimmeria.

But Konin chose the wrong time for his crusade. Konin's sister Mara had long planned to gain control of the kingdom. Alone in the palace after Konin's departure, she finally set her plans in motion.

Bloody sacrifices to the evil gods that dwell in the deepest recesses of the underworld have made Mara a powerful sorceress. Using her dark magic, she convinced most of the soldiers of the land that Konin and his crusaders were forever lost in the ancient caves. What little resistance remained among Konin's loyal men was easily crushed.

It was not long before the news of Mara's coup in Cimmeria reached the Vikings' capital city. Fearing an imminent attack from Cimmeria, The Council of Elders decided to take all necessary precautions to protect their people. Drawing the army closer to the city, the Elders sent trusted council member Earl Barmalay to retrieve Thor's Hammer, another powerful ancient relic of great renown.

Barmalay set off immediately to Baltor, the town where the god Thor was rumored to have entrusted his hammer to the townsfolk to protect them from evil.

The journey to Baltor was long, but not difficult. Plans were made to send Barmalay and a small detachment to the town by airship. The entire trip should have taken only a couple of days. But the Elders underestimated the reach of Mara's dark powers. No one suspected that she could strike so deeply into the heart of the Viking empire. The decision to gather an army so close to the town was a horrible error. In the maelstrom of Mara's magical fire, the town, its people, and The Council of Elders were reduced to ashes.

The effects of Mara's attack were felt across the land. Many leagues away, Barmalay was blasted from his course before he could reach Baltor. Alive but cut off from all support, lost in the forests of Cimmeria, Barmalay and his small band of followers must find some way to counter Mara's evil magic and bring peace to all the land.

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## SYSTEM REQUIREMENTS

**Minimum Requirements**

OS: Windows 98/ME/XP/2000
CPU: 1.0 Ghz AMD/Intel Processor or Equivalent
RAM: 256 MB
CD ROM Speed: 8 X
Video: 32 MB Direct3D Compatible Video Card (Geforce2 equivalent or higher)
Hard Drive Space: 1.5 GB

**Recommended Requirements**

OS: Windows 98/ME/XP/2000
CPU: 2.0 Ghz AMD/Intel Processor or Equivalent
RAM: 384 MB
CD ROM Speed: 8 X
Video: 64 MB Direct3D Compatible Video Card (Geforce4 equivalent or higher)
Hard Drive Space: 1.5 GB

## INSTALLATION

The installation copies all game files to hard disk (no minimum or medium install available) and adds the following shortcuts under /Games/Besieger

- Play Besieger - Runs the game
- Readme - Opens a text file containing the latest information, not included in the game manual.
- Uninstall - Fully uninstalls the game
- Web links folder - Opens the Besieger website, and the DreamCatcher website.

## TO INSTALL THE GAME

- Insert the Besieger CD 1 into the appropriate drive.
- The installation screen is automatically displayed. If the installation screen does not appear automatically then: Type D:\INSTALL.EXE in the line labeled Open. If your CD-ROM drive uses a letter other than D, substitute that letter for D.
- Click the OK button
- Select the button INSTALL
- Follow the on-screen instructions

## GAME MENU

The game will initially launch in a small window with the following options:

Play – Click on this option if you are ready to play Besieger

Install – Click on this option if you have not yet installed the game

Uninstall – Click on this option if you are ready to uninstall Besieger

Readme – A document providing you with specific details of the game including Minimum Requirements and Technical Support Information.

Install DX – Click on this option if your system does not include a version of Direct X9 or greater.

## MAIN MENU

**Resume**

The Resume option becomes available when you are playing the game and access the menu by pressing the ESC key. Clicking resume will return you to the game. You can also press ESC again to return to the game.

## NEW GAME

This option starts a new game. A short cut scene will follow the clicking of this option.

## SKIRMISH

This option allows you to play Skirmish. In Skirmish, you are able to play any multiplayer map against a computer controlled opponent. Please note, the computer controlled opponent is listed as AI within the game. (AI stands for artificial intelligence). The available options are:

Name: This will be the name you choose for your Skirmish game. You can make this any name you wish. Once you type in the desired name, simply click enter and your new name will immediately appear in the player menu.

Race: You are given two options of race, Vikings and Cimmerians.

Color: The color you choose will help other players identify you.

Game: You have 4 game options for this multiplayer game

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• Deathmatch - Destroy the enemy

• Artifact – Capture the opponents artifact

• Siege – Attack or Defend a town.

• Battle – Attack the enemy, destroying all units

Maps: You are given the same map options as you would if you were playing multiplayer. Please see Multiplayer information, further on in the manual.

Difficulty: You may now choose the difficulty level of the game you are about to start. Your options are Very Easy, Easy, Normal, Hard and Very Hard. The default seting for Besieger is Normal.

Game Speed: This option allows you to speed up, or slow down the game at any time. The game speed default is set at 100%, however, if you would like to adjust this, you may set it as low as 0%, and as high as 200%.

Goal: You may set one of 3 goals:

- Houses – The goal would be to destroy all opponents houses

- To Destroy All – The goal would be to destroy all opponent men and structures

- Buildings – The goal would be to destroy all buildings

## TUTORIAL

This option will start the tutorial for the game. This is highly recommended in order to learn the game's user interface. It will teach you almost everything you need to know in order to play the game.

## LOAD

This option will show the game menu with a scrollable list of all saved games.

## MULITPLAYER

This option will start a multiplayer game, where you can play against your friends or computer controlled opponents. The multiplayer game supports up to 9 players.

When you enter the next screen, you will be given 2 options, Host and Join.



BESIEGER

## 1. HOST

Click this option if you wish to host a game.

You will then be brought into a Multiplayer Host Menu.

Name – This will be the name you choose for your multiplayer game. You can make this any name you wish. Once you type in the desired name, simply click enter and your new name will immediately appear in the player menu.

Race – You are given two options of race, Vikings and Cimmerians.

Color – The color you choose will help other players identify you.

Your IP Address – Type in the IP address that you wish to host the game from. You will have to inform all your opponents of this IP address, so that they will be able to join you in the game.

Game – You have 4 game options for this multiplayer game

• Deathmatch - Destroy the enemy

• Artifact – Capture the opponents artifact

• Siege – Attack or Defend a town.

• Battle – Attack the enemy, destroying all units

**Maps**

You then have 8 options of multiplayer maps. Each of them has a maximum number of players, however you still can play a 3, 4, 5, 8, 9 player map with a minimum of 2 players, without exceeding the maximum set for the given map.

North Hills – Maximum 3 Players

Islet – 2 Players

Fourth Dimension – Maximum 4 Players

Wide West – Maximum 5 Players

Stronghold – 2 Players

Old Riverbed – Maximum 8 Players

Sand Atoll – Maximum 3 Players

Fresh Breeze – Maximum 9 Players

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### Difficulty

You may now choose the difficulty level of the game you are about to start. Your options are

Very Easy, Easy, Normal, Hard and Very Hard. The default seting for Besieger is Normal.

### Game Speed

This option allows you to speed up, or slow down the game at any time. The game speed default is set at 100%, however, if you would like to adjust this, you may set it as low as 0%, and as high as 200%.

### Goal

You may set one of 3 goals

- Houses – The goal would be to destroy all opponents houses
- To Destroy All – The goal would be to destroy all opponent men and structures
- Buildings – The goal would be to destroy all buildings

## 2. JOIN

Select this option if you wish to join a multiplayer game.

Name – This will be the name you choose for your multiplayer game. You can make this any name you wish. Once you type in the desired name, simply click enter and your new name will immediately appear in the player menu.

Race – You are given two options of race, Vikings and Cimmerians.

Color – The color you choose will help other players identify you.

IP Address – Type in the IP address of the person hosting the game.

### Options

### Game

You have 3 functions within the Game option.

• Difficulty – you can choose to increase or decrease the level of difficulty at any point during your gameplay. The levels of difficulty are Very Easy, Easy, Normal (default setting), Hard, and Very Hard

• Draw Flying Hits - you can choose a yes or no for this option

• CPU Load - Your CPU load can be set at Low, Medium or High depending on your preference.

### Audio

Sound - You may choose to turn your sound completely on or off using this option.

3D Sound - You may choose to turn your 3D sound completely on or off using this option.

Music Volume - With this option you can adjust the volume of music within the game. Your option is to increase or decrease anywhere from 0 - 100.

Effects Volume - With this option you can adjust the volume of effects music within the game. Your option is to increase or decrease anywhere from 0 - 100

Speech Volume - With this option you can adjust the speech volume within the game. Your option is to increase or decrease anywhere from 0 - 100

### Video

Resolution - You can choose any of the following options for your required resolution:

800x600, 1025x768, 1280x1024, 1600x1200

Refresh - You can choose from any the following, for your refresh rate:

60, 70, 72, 75, 85, 90, 100, 120, 160, 200

Quality - Your 3 options of video quality are Low, Normal or High.

Gamma - With this option, you can adjust the gamma within the game. Your option is to increase or decrease anywhere from 0 - 100. The default is set at 50.

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## Controls

Below is a list of controls, with the default settings. You may choose to revise these within the game at anytime. Use this as a reference while playing the game.

Camera – Wheel
Left – left mouse button
Right – right mouse button
Up – Move mouse up
Down – Move mouse down
Pause – Space Bar
Select – Hold right button down and highlight
Action – Hold right button down after selecting
Build – B
Go – G
Attack – A
Cure – C
Enter – E
Patrol – P
Repair – R
Hold Position – H
Harvest – V
Open Gate – O
Stop – S

Rally Point – Y
Game Speed + - = / Gray +
Game Speed – White - / Gray –
Screen Shot – F10
Add – Right Shift
Toggle – Right Control
Camera Left – Delete
Camera Right – Page Down
Camera Zoom In – Home
Camera Zoom Out – End
Camera Up – Insert
Camera Down – Page Up
Lasso – Alt / Right Alt
Show Unit Markers – Z
Select Idle Workers – F12 / F
Select Wood Cutters – X
Select Stone Cutters – Q
Select Iron Cutters – I
Console and Chat – Tilde

Mouse Sensitivity – Using this option, you may choose the desired sensitivity of your mouse.

## GAME INTERFACE OVERVIEW

1. Camera Mode Advanced - will give you full control of the camera
2. Camera Mode Simple - preset to various angles
3. Camera Mode Follow - will stay a certain distance from a character, and allows you to rotate the camera around the individual.
4. Heroes Icons (Open / Hide) - Will allow you to see the current heroes you have alive within your game. You may choose to view or hide the heroes at any time.
5. Current Mission - By clicking this icon, you can read what your current mission is.
6. Menu - By clicking this icon, you can be brought to the games main menu. To resume your gameplay, simply click resume or the esc key.
7. Free Movement - Allows you to move your troops in any position you choose.
8. Phalanx - In order to round your troops in a horizontal rectangular format, simply select the warriors you desire, and click on this Phalanx toggle.
9. Column - In order to round your troops in a column format, simply select the warriors you desire, and click on this Column toggle.
10. Triangle - In order to round your troops in a triangular format, simply select the warriors you desire, and click on this Triangle toggle.
11. Wedge - In order to round your troops in a wedge format, simply select the warriors you desire, and click on this Wedge toggle.
12. Rank - In order to round your troops in a rank format, simply select the warriors you desire, and click on this Rank toggle.
13. Arch - In order to round your troops in an arch format, simply select the warriors you desire, and click on this Arch toggle.
14. Custom Formation - In order to round your troops in the formation you choose, simpoly individually place them in position, highlight the warriors and click on this Custom Formation toggle. This will keep the troops in the formation you have chosen.
15. Together - This is a toggle that can be used with any formation. All units in the group move at the speed of the slowest unit allowing them to maintain the formation.

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16. Game Speed - This will allow you to adjust the speed of the game at any time during gameplay.

17. Map - This map will allow you to view where your current troops are, and those of your enemies.

18. Wood Cutters - This will allow you to view the amount of wood cutters you have, and the amount of wood you currently possess. When you select the 'Amount of Workers' with your cursor, all workers will be highlighted on your game screen.

19. Stone Cutters - This will allow you to view the amount of stone cutters you have, and the amount of stone you currently possess. When you select the 'Amount of Workers' with your cursor, all stone cutters will be highlighted on your game screen.

20. Iron Miners - This will allow you to view the amount of iron miners you have, and the amount of iron you currently possess. When you select the 'Amount of Workers' with your cursor, all iron miners will be highlighted on your game screen.

21. Free Workers - This will allow you to view the amount of workers you currently have with no current duties assigned.

22. Build - This button can be used when you are assigning a worker(s) to build a structure.

23. Go - When you select this option along with one or more of your warriors, you can move them to any desired location.

24. Attack - When you select this option along with one or more of your warriors, you can attack any desired opponent.

25. Enter

26. Patrol - This will allow you to patrol a desired area.

27. Repair - This will allow you to repair a damaged building.

28. Aggression - This will give the the option to be aggressive during attacks.

29. Harvest - This allows you to have any of your workers harvest.

30. Stop - This will stop an action given to any of your troops.

31. Character/Unit Bio - When you highlight any of your units or men/women, this box will give you specifics on the selection.

32. Experience Bar - This bar increases as your player gains experience. Click on any unit/man/woman and you will be able to view their experience here.

33. Hot Keys - These custom hot keys assist you in gathering groups of your units together. Select a desired group, hit the control button along with one of your hot keys, and this will set the custom option to that number. Now on your keyboard, if you wish to use this group of units, simply click the # you have them set at, and these troops will now be highlighted immediately.

## CHARACTERS AND UNITS

**1. Viking Worker**

The Viking Worker is tired and least happy of all characters. He will provide you with the resources you need to construct your buildings and operate various machinery.

**2. Viking Thrower**

A man who knows his place. He is vigorous and active. He eagerly awaits the next battle.

**3. Viking Knight**

The fastest one of all characters. Viking Knight became a grown man at a very young age. He thrives on being in battle, and is constantly alert to all danger. Viking Knight is always ready to fight.

**4. Viking Keeper**

Viking Keeper is a very careful man. He became disciplined at a very early age, making him a very confident and unhurried man.

**5. Viking Woman**

A heavy set woman, who is very active and strong. Ensures that all men are properly nourished. Use her wisely prior to, and during battle.

**6. Viking Ladder Man**

The Viking Ladder Man, carries his siege ladder during battle, and knows that he will get to enemy walls first, and will likely be the first killed. He accepts this fate, and is proud to be a Viking. Use his expertise to get you beyond the enemy walls.

**7. Viking Crossbow**

Heavy machine that you can use during combat. Point him at your target, and fire away.

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### 8. Viking Mobile Workshop

The Viking Mobile Workshop is a wagon that carries materials. Use your workers to transform it into a siege tower or a battering ram in the field.

### 9. Viking Ram

A Viking Ram is not one to mess with. Use this to get through enemy walls, and destroy buildings and towers.

### 10. Viking Siege Tower

The Viking Siege Tower throws elite troops over enemy walls. It's driver, a very strong man who is able to drive this very heavy contraption single-handedly.

### 11. Viking Cruiser

The captain of the Viking Cruiser is a very proud and active man who is hungry for battle. The ship is rather big and powerful, with bowmen shooting arrows at everything around it.

### 12. Viking Landing Ship

The Viking Landing Ship delivers warriors to battle. The driver is not a warrior, and spends most of his time at home, only coming out when called to duty. Fill this ship with your warriors and fly them beyond enemy lines, and drop them off to combat.

### 13. Viking Transport Ship

The Viking Transport Ship is never used in battle. It's only purpose is to transport heavier troops, with a well respected captain.

### 14. Cimmerian Worker

A very hard worker, who is tired most of the time, causing him to be an unhappy man.

Use him to obtain resources needed to construct your buildings.

### 15. Cimmerian Archer

The Cimmerian Archer does not like close battle. Set him a little back from the enemy and fire. He is ready to retreat if necessary. He has killed many people without actually seeing their face.

### 16. Cimmerian Pikebearer

The fastest of all pedestrians, he runs and fights the quickest. There are many Pikebearers, so he knows deep within that there are no irreplaceable soldiers.

### 17. Cimmerian Light Cavalryman

Not a very strong fighter, but a fast and fearless one. He rides in, shoots, kills and gets out before enemies even think of counter-attacking.

### 18. Cimmerian Heavy Cavalryman

A very strong fighter with heavy armor.

### 19. Cimmerian Sapper

This is a Sapper with a large and dangerous keg of powder. The Cimmerian Sapper is the oldest and most experienced of all Cimmerians. He is very accustomed to heavy and dangerous work.

### 20. Cimmerian Ram

The Cimmerian Ram is a heavy machine that will break through any enemy wall. The machine is very well protected and extremely powerful.

### 21. Cimmerian Ladder Man

A man with a siege ladder, knows that he will get to the walls first and will likely be killed first, but accepts and even feels proud of it. Use him to assist your warriors over enemy walls.

### 22. Cimmerian Airship

Flying death machine, huge blimp overloaded with weapons (ten arbalesters shooting in all directions). Its captain has a lot to be proud of.

### 23. Cimmerian Balloon

A balloon with a flamethrower, fast, maneuverable, dangerous. Requires a lot of skill to control it, so there is a very sharp man inside.

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**24. Cimmerian Transport**
A wagon used to transport 8 pedestrians. Has one driver, who's a bit tired, of course. Use this to quickly transport your warriors.

**25. Cimmerian Woman**
A young woman who knows what war means. She is ready to help, proud and compassionate.

**26. Centaur Warrior**
Centaur, a simple warrior who lives in the mountains and fought against the Ogres. Very proud of their tribe..

**27. Barmalay**
Viking leader, strong and proud. One of two main heroes whose death means that the game is over. Proven his worth a lot of times, every viking would die for him without a word. Ensure Barmalay is well protected at all times.

**28. Ogre**
Big and stupid, the Ogre loves to hit things with heavy clubs.

**29. Viking Knight**
Leader of the local Viking clan, but still a warrior who reports to Barmalay. He will lead your warriors into combat.

**30. Ghazimm**
Ghazimm is a Centaur. Very strong and devastating in fight. Was expelled from his tribe and still bears a grudge against other centaurs, so he's very bitter and disappointed with life. He will assist Barmalay and the Vikings in combat.

**31. Master Of Iron**
The Viking Blacksmith is a very strong man and very good at what he does. You will need to be his saviour and use him to your advantage.

**32. Vessel Craftsman**
The Vessel Craftsman will offer his wisdom in building airships that will be useful in combat.

**33.Ogre Chief**
The leader of the Ogre tribe.

**34. Oscar**
Oscar is one of the strongest Ogres. He is very confrontational.

**35. Centaur Chief**
Leader of a centaur tribe who will enlist your help in defeating the nearby Ogres.

**36. Cimmerian Konin**
Cimmerian lawful leader, another major hero whose death means that the game is over. Great ruler, still young enough but very strong and proud man. Believes that everything will be okay in the end, mostly cheerful.

**37. Cimmerian Warrior**
A typical Cimmerian warrior, high-rank, who travels close to Konin himself.

**38. Rhine**
An elite warrior who takes on the most difficult tasks and does them alone.

**39. Swordkeeper**
Krom's own warriors were left to serve to the one who proves worthy to take the Krom's sword. This character is their leader, he is a minor hero who fights alongside Konin.

**40. Werebear Chief**
There is a minor race of werebears living in caves. They are mostly friendly and will help our heroes by sending some troops with them.

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**41. Werebear Shaman**
Leader of the werebear group that helps Vikings fight.

**42. Cimmerian Warchief**
Cimmerian traitor who was promoted to War Chief by Konin's evil sister and sent to find and kill Konin. Evil voice.

**43. Viking Prisoner 1**
Similar to Viking Worker

**44. Viking Prisoner 2**
INSERT FIGURE 53

**45. Mara**
Konin's evil sister, the evil mind behind it all. She knows evil magic and uses it to destroy the whole countries without any remorse. Beautiful and deadly, very evil.

**46. Skeleton**
Sword keeper, ancient skeleton has waited for many centures for The One who comes for Krom's sword and takes it by defeating this skeleton. He fought and defeated many heroes who were not strong and pure enough to take the sword, so he's pretty confident in his abilities.



## NOTES